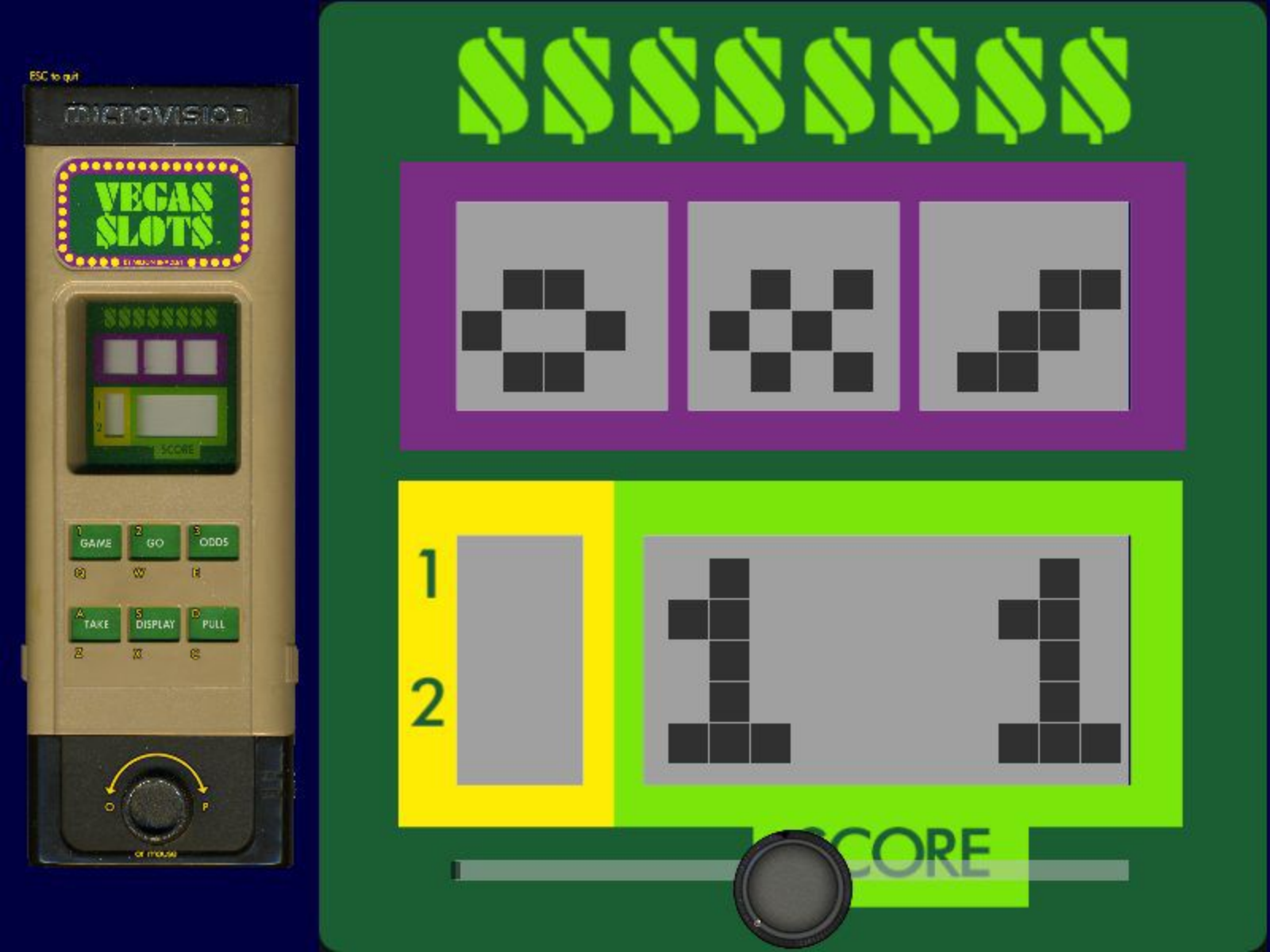
ESC to quit
MICROVISION
VEGAS SLOTS
SCORE
1 GAME
2 GO
3 ODDS
Q W E
A TAKE
S DISPLAY
D PULL
Z X C
O P
1
2
SCORE

90 DAY LIMITED WARRANTY
ON MICROVISION GAME CARTRIDGE

The electronic game cartridge is warranted by Milton Bradley Company to the original purchaser for a period of 90 days from the original purchase date—under normal use and service against defective workmanship and materials.

This warranty is void if the electronic game cartridge has been damaged by accident or unreasonable use, neglect, misuse, abuse, improper service or other causes not arising out of defects in workmanship or materials.

Milton Bradley Company shall not be liable for loss of use of the electronic game cartridge or other incidental or consequential costs, expenses or damages incurred by the purchaser. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you.

During the warranty period, the electronic game cartridge, if found to be defective due to workmanship or materials, will either be repaired or replaced with a reconditioned game cartridge of an equivalent quality (at Milton Bradley's option) without charge to the purchaser when returned, shipping prepaid to Milton Bradley Company with proof of purchase date to the address listed below. In the event that the electronic game cartridge is replaced, the replacement will be continued on the original warranty or for 30 days, whichever is longer.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

After the 90 day warranty period has elapsed, for a period of up to one year from the date of purchase, Milton Bradley will, at its option, repair or replace with a reconditioned game cartridge, when the game cartridge is returned with your check or money order in the amount of $5.00, shipped prepaid with proof of purchase date to the address listed below. Milton Bradley shall not be obligated to perform this service if the game cartridge has been abused, misused or sustained other damage not arising out of defects in workmanship or materials.

Important—Before returning the electronic console and game cartridge for repair, we recommend that you test your console with fresh, strong batteries. Even new batteries may be defective or weak and low battery power is a frequent cause of unsatisfactory operation.

MAILING INSTRUCTIONS
PLEASE READ CAREFULLY

If your game does not work, return both the console and the cartridge. If you have several game cartridges, return the console and only the cartridges that do not work.

If the original packaging is available, repack the console and cartridge in end caps and box. If the original packaging is not available, wrap carefully, making sure to surround the console and cartridge with adequate padding. (Do not send the batteries with the console.) Mail to:

Milton Bradley Company
Attn: Electronic Quality Control
Building 104, Lincoln Street/Federal Square
Springfield, MA 01105

VEGAS SLOTS™

MICROVISION™

BY MILTON BRADLEY

MB ELECTRONICS MILTON BRADLEY®

GAME BOOKLET

VEGAS SLOTS

1. Slide the ON/OFF switch up to ON.
2. You have three game variations to choose from when you play this *"one-armed bandit"*: Press GAME to select 1 (Slot Machine), 2 (Double Dare) or 3 (Take It or Leave It).

GAME 1: SLOT MACHINE—A 1 PLAYER GAME

1. Press ODDS to select 1 or 2.
   Note: 1 gives you a greater chance to win;
   2 is more like a real slot machine.
2. Press GO to start the game.
3. Press PULL to spin the reels.
4. When the reels stop, your payoff appears in the window. Your points are automatically added to your pot.
   Note: Every time you press PULL and don't score any points, your pot is reduced by 1.
5. Continue to press PULL to spin the reels.
6. Press DISPLAY to show your pot.
7. Continue playing for as long as you wish.
8. When you break the bank (by going over 999) or go broke (your pot is zero), your score appears on the screen and the game is over. Press GO to return to the option selection screen.

SCORING

One in the first position = 2 points

Two 's in the first two positions = 5 points

Three 's = 10 points

Three 's = 10 points

Three 's = 25 points

Three 's = 50 points

GAME 2: DOUBLE DARE—A 2 PLAYER GAME

1. Try to accumulate points by spinning winning combinations. Press GO to start the game. Press PULL to spin the reels.
2. You can keep pressing PULL as many times as you dare in a turn except:
   A. When you spin one Bar ( ), your turn ends. The points you earned in that turn are automatically added to your pot.
   OR
   B. When you spin two Bars, your turn ends and you lose *all* the points you scored in that turn.
3. When you choose to stop spinning (before you are forced to stop), press TAKE. Your winnings for that turn are added to your pot. Press DISPLAY to see your pot.
4. The second player takes his turn. Player 2 presses GO to start, then PULL to spin the reels.
5. After one player reaches 100 points, with both players having had the same number of turns, the computer will signal you with a Win sound. The winning player's score is displayed and the player indicator shows which player won. Press DISPLAY to show the losing player's score.
6. If both players are tied with 100 points or more, the game continues until the tie is broken.

SCORING:

Three 's = 25 points

2 of any other symbols = 2 points

3 of any other symbols = 10 points

GAME 3: TAKE IT OR LEAVE IT—A 2 PLAYER GAME

1. Press GO to start the game. Press PULL to spin the reels. The left and right reels will spin but the center reel will be covered.
2. After the reels stop your payoff will appear on the screen. A pair gives you 5 points. All others give you 0. (A is wild.)
3. You can press PULL again to uncover the center reel or you can press TAKE to have the payoff added to your pot without uncovering the center.
   Note: Each time you press PULL, your pot is reduced by 1.
4. If you choose to reveal the center, scoring is as follows:
   A pair = 5 points.
   A triple = 10 points.
   But, any time a appears in the center, your score = 0.
5. Press TAKE to add your points, if any, to your winnings. Then, press DISPLAY to show your new pot.
6. The second player presses GO to start his turn. Then, he presses PULL to spin the reels and play follows as described above.
7. The first player to reach 200 points wins the game. In case of a tie, play continues until the tie is broken.

Remember to turn the power off when not playing the game.

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